SYSTEM FOR ARRANGING INTERACTIVE GAMES BETWEEN PLAYERS VIA MULTIMODE COMMUNICATION DEVICES

ABSTRACT OF THE DISCLOSURE

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A system for managing a competitive activity between first and second competitors, each of whom has a multimode communication device. The first competitor is provided with a predetermined list of competitors, such as a friends list which has been stored in advance by the first competitor. The first competitor is requested to select at least one

20 competitor from the predetermined competitor list as a second competitor via the first multimode communication device. A competitive activity is then arranged involving the first and second competitors via the first and second multimode communication devices. The competitive activity may be a parlor game, a gambling or wagering game, a debate or any other type of

25 competitive activity. In addition, if one of the competitors receives a voice telephone call while their multimode communication device is in a data mode for conducting the competitive activity, the competitor is notified of the incoming voice telephone call. In addition, if the competitor who has received the call accepts the voice telephone call, then any other competitor is

30 notified that the called competitor has accepted the voice telephone call.